



TECMO KOEI AMERICA CORP.

DEAD OR ALIVE[®] 5+

INSTRUCTION MANUAL

ENGLISH



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All screenshots are taken from a version of the game still in development.
Minor differences from the final version may appear.

Manual design by Satoshi Yamaguchi (Happy Valley)

Akira, Sarah, Pai characters © SEGA. Virtua Fighter is either a registered trademark or trademark of SEGA Corporation.
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Basic Controls

L**P** + **K**

Strong Punch

R**H** + **K**

Strong Kick

Move

Sidestep

↑ H + **P** + **K****↓ H** + **P** + **K**

or

↑↑ / ↓↓

LEFT STICK

Move

RIGHT STICK

Scroll move list

SELECT

START

Pause

Guard

H Hold**↖ H** High Hold**← H** Mid Punch hold**→ H** Mid Kick hold**↙ H** Low Hold**P** Punch**K** Kick**T** Throw

*Type A controls shown. You can change the controller configuration from OPTIONS > CONTROLS.

*Outside of battle, please refer to the button controls on the bottom right of the screen to see what controls are available.

Triangle System

Strikes take priority over throws. During the initial grab, a throw can be cancelled with a strike.



Throws take priority over holds. During the initial grab, a hold can be cancelled with a throw.



Holds take priority over strikes. While in a Critical Stun, your only defense against an opponent is a hold.

Using a higher priority strike or throw to cancel an opponent's lower priority move results in a "Hi Counter." However, the timing of holds determines whether the hit is normal, Counter, or Hi Counter. Hi Counter moves deal 50% more damage than normal.

STRIKES

Punches and kicks are collectively called "strikes." Strikes are the building blocks of all moves. There are high, middle and low strikes.

HOLDS

When your opponent strikes, perform the correct hold to stop the attack and counter with one of your own.

- ↖ H against high punches & kicks
- ← H against mid punches
- H against mid kicks
- ↙ H against low punches & kicks

THROWS

If an opponent is guarding, use a throw to break their defense. You can throw while standing or crouching. Watch your opponent's stance and use the correct throw.

GUARDS

Guard to block an opponent's strike. Guard while standing to block strikes aimed at your upper body. Guard while crouching to block strikes aimed at your legs and feet. Succeed, and you won't take any damage.

SIDESTEP

Sidestep to move quickly to the side and avoid a straight strike from an opponent. You can also strike from a sidestep.

Menu

STORY	Follow various characters through an overarching story.
FIGHT	Fight against the computer or another player.
TRAINING PLUS	Practice moves and combos.
TOUCH FIGHT	Fight against a computer-controlled AI. Use touch controls to attack your opponent.
ONLINE	Use PlayStation®Network or ad hoc mode to fight other players.
EXTRAS	Ceck out replays and photos. You can also take photos.
OPTIONS	Set various game settings.
BACKGROUND MUSIC	Set the background music for fights. Select between character theme music or stage theme music.
PlayStation®Store	Connect to PlayStation®Store.

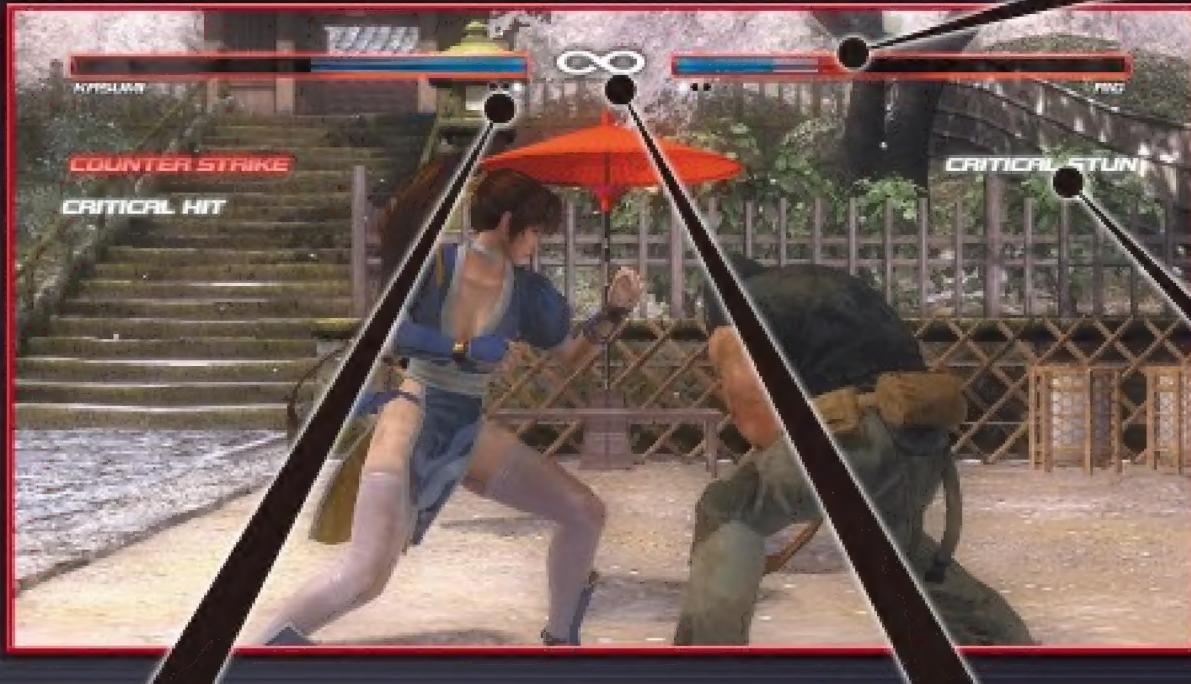
* Press □ to display your current fight record.

Saving & Loading

Save data is saved automatically during story mode, after fights and when game settings are changed. This save data is loaded when the game starts up.

You need 1000 KB of free space on a PlayStation®Vita memory card. The game saves data automatically. Do not remove the PlayStation®Vita memory card or turn the power off while the game is saving.

Game Screen



Round Counter

One circle will glow for each round you win. You win the match when all your circles are glowing.

Life Gauge

How much life the character has remaining. Goes down as the opponent's attacks land. When this reaches 0, you will be KO'ed and lose the round. The gauge will glow red when less than 50% full. That is when you can perform a Power Blow.

Status

Displays character status information, such as the current number of combo hits.

Time

Remaining time in the round. When this reaches 0, the player with the most remaining life wins the round.

Status

CRITICAL STUN

Character is staggered by a certain strike from the opponent. Only holds are possible. You cannot be thrown while staggered.

CRITICAL HIT

Character landed a certain move that put the opponent in a Critical Stun.

COUNTER STRIKE

Character landed a strike as the opponent was starting a strike. Good time to try for a juggle.

HI COUNTER STRIKE

Character landed a strike as the opponent was starting a throw.

COUNTER HOLD HI COUNTER HOLD

Character landed a hold as the opponent was starting a strike.

COUNTER THROW

Character landed a throw as the opponent was starting a throw.

HI COUNTER THROW

Character threw the opponent when they tried a hold.

CRITICAL BURST!

Character cannot guard or hold; they are completely defenseless. Occurs by landing a Critical Burst move that causes more damage than is glowing in the Life Gauge during a Critical Stun.

POWER BLOW

Character landed a Power Blow. These cause massive damage.

TRAINING PLUS

Practice moves and combos under various conditions.

FREE TRAINING

Select a character, opponent and stage, then change practice settings to train for any situation. Your command input is displayed at the bottom of the screen.

COMMAND TRAINING

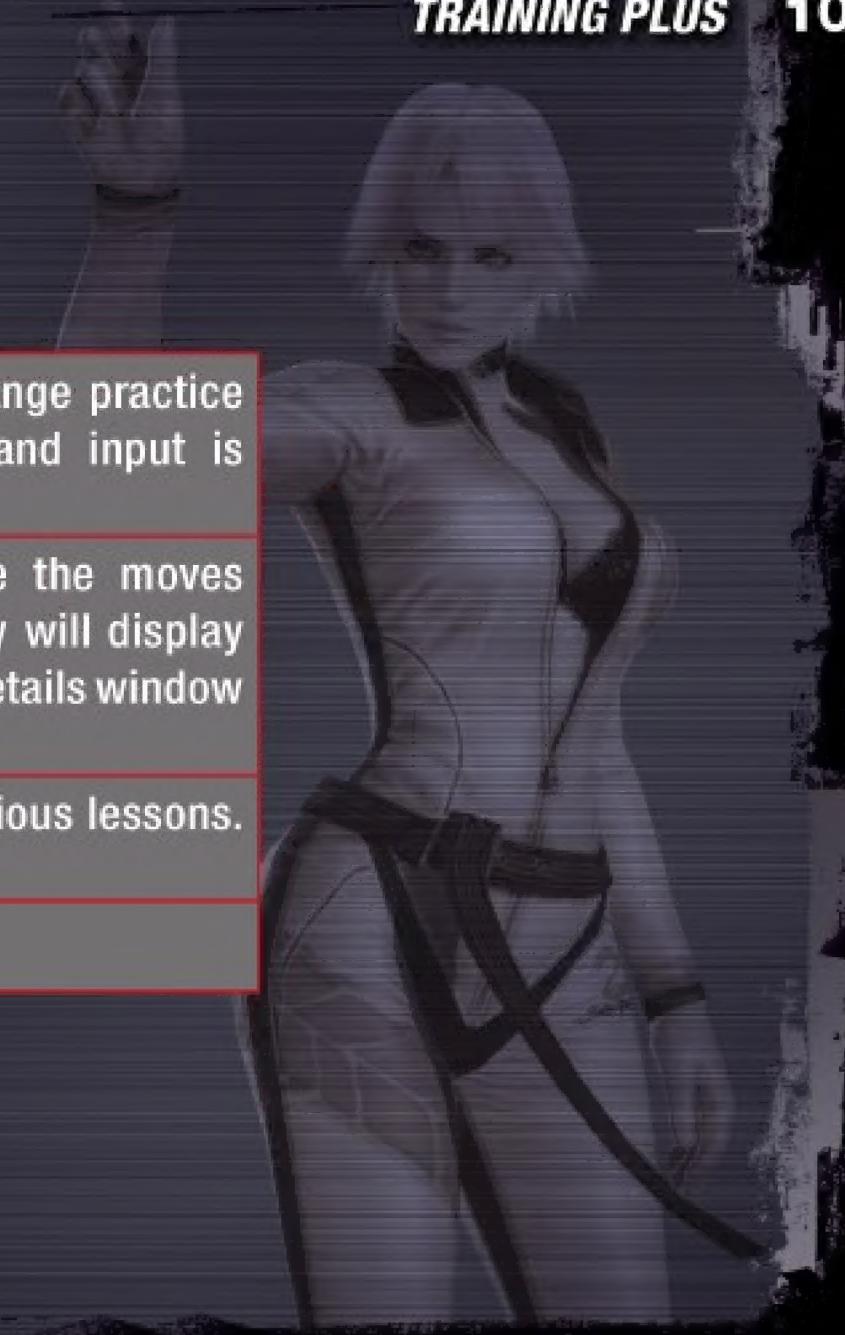
Select a character and opponent, then practice the moves displayed on-screen. Performing a move correctly will display the next move. Your command input and the Move Details window are displayed at the bottom of the screen.

TUTORIAL

Practice fighting concepts by working through various lessons. The characters used will vary by lesson.

COMBO CHALLENGE

Practice character-specific moves and combos.



TOUCH FIGHT

Fight a computer-controlled opponent using touch controls.

TAP

Strike the opponent. Tap repeatedly to perform a combo. Tapping a downed opponent will perform a ground attack.

FLICK UP

Launch the opponent. A great chance for a combo.

FLICK DOWN

Perform a downward strike on your opponent. The opponent will sit down if hit.

FLICK LEFT/RIGHT

Perform a strike that spins the opponent. The opponent will be left in a back-turned stance if hit.

TAP WITH 2 FINGERS

Perform a hold if the opponent is guarding, standing, or holding.

PINCH THE SCREEN

Perform a throw.

**HOLD TWO FINGERS
DOWN**

Guard.

CRITICAL BURST

Land a 5-hit combo.

POWER BLOW

When your health is half or less, hold your finger on the opponent to trigger a Power Blow. Power Blows can only be used once per round.

Online

Fight another player using infrastructure or ad hoc modes.

PlayStation®Network

SIMPLE MATCH

Join a fight based on a specified region and number of rounds.
Grade is not affected.

RANK MATCH

Join a fight based on a specified user rank (skill level).
Wins and losses will affect Grade.

INVITE FRIEND

Invite a friend to fight.

ONLINE DOJO

Invite a friend to practice. (Health regenerates automatically.)

LEADERBOARDS

View various leaderboards. You can download replays when  is displayed next to an entry.

Ad Hoc

SIMPLE MATCH

Select a character and stage to fight.

ONLINE DOJO

Practice with another player. (Health regenerates automatically.)

For more information on this game,
please visit

<http://www.tecmokoeiamerica.com/>

For those interested in completing our product survey, please access the below URL:

<http://www.tecmokoeiamerica.com/survey/doa5p/>

WARNING: PHOTOREACTIVITY / EPILEPSY / SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your doctor before playing.

IMMEDIATELY DISCONTINUE use and consult your doctor before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness • eye or muscle twitches • disorientation • any involuntary movement
- altered vision • loss of awareness • seizures or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR DOCTOR.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far a way as possible from the screen.
- Avoid prolonged use of the PS Vita system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

PRECAUTIONS FOR USE

- Keep the PS Vita game card out of the reach of small children to help prevent accidental swallowing.
- This game card is for use only with the PlayStation®Vita system. Use of this game card with other devices may damage the device or the game card.
- Do not touch the game card terminals with your hands or with metal objects.
- Do not allow the game card to come into contact with liquids. Do not bend or drop the game card or otherwise expose it to strong physical impact.
- Never disassemble or modify the game card.



PRECAUTIONS FOR USE

Do not use or store the game card in the following locations or under the following conditions:

- In a car with the windows closed (particularly in summer)/In direct sunlight/near heat sources
- In high humidity or corrosive environments.
- Be sure to insert the game card in the proper orientation.

The data on the game card may be lost or corrupted in the following situations:

- If the game card is removed from the system or if the system power is turned off while data is being read from or written to the game card.
- If the game card is used where it can be affected by static electricity or electrical noise.

If, for any reason, data loss or corruption occurs, it is not possible to recover the data. Backing up data regularly is recommended. Sony Computer Entertainment Inc. and its subsidiaries and affiliates will not be held liable for any damages or injury in the case of data loss or corruption.



FCC AND IC NOTICE - PART 1

This device complies with Part 15 of the FCC Rules.

Operation is subject to the following two conditions:

- (1) this device may not cause harmful interference, and
 - (2) this device must accept any interference received,
including interference that may cause undesired operation
-
- This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications.

FCC AND IC NOTICE - PART 2

- However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:
- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

You are cautioned that any changes or modifications not expressly approved in this manual could void your authority to operate this equipment.

This Class B digital apparatus complies with Canadian ICES-003.

Cet appareil numérique de la classe B est conforme à la norme NMB-003 du Canada.

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www.us.playstation.com/support/useragreements

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